



# AT-AT IMPERIAL WALKER

200

Each time you activate the AT-AT in a round, place the appropriate counter on its space.

Hit Points

300

Defense

13

Attack

+0

Damage

0

## Special Abilities

**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)

**Colossal** (Large and smaller characters may occupy squares on this character's base and are considered adjacent. Low objects and Large and smaller characters do not provide cover against this character's attack. Ignores movement costs to enter squares containing difficult terrain, low objects, and trenches. Never has cover. Cannot benefit from Bodyguard or Draw Fire.)

**Damage Reduction 20** (Whenever this character takes damage from a nonadjacent enemy, reduce the damage dealt by 20. Enemies with lightsabers ignore this special ability.)

**Heavy Laser Cannon** (I activation: Make 2 attacks. Attack +6. On a hit, 60 damage to target and 20 damage to each character adjacent to that target; save 11. On a miss, 20 damage to the target and to each character adjacent to that target; save 11.)

**Limited Field of Fire** (This character can target only enemies in its forward arc)

**Medium Blasters** (I activation: Make 2 attacks. Attack +10, Damage 20)

**Mounted Weapon** (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

**Relentless** (Moves forward only)

**Rigid** (Can't squeeze)

**Staggered Activation 6** (Activates 6 times per round; each activation counts as 1 of your 2 activations in a phase. Each round, this character must use 4 activations to move or use move actions, 1 activation to use Heavy Laser Cannons, and 1 activation to use Medium Blasters. Not subject to commander effects.)

**Stomp** (Whenever this character moves, any characters occupying squares on its base or squares it moves into are immediately defeated. Characters can avoid this effect with a save of 6.)

**Walk 2** (I activation: Move up to 2 squares)

**Weak Spots 10** (This character's Damage Reduction is reduced to 10 against attacks from adjacent enemies)

Move

Move

Move

Move

Heavy  
Laser  
Cannon

Medium  
Blaster

